

# Gamefreaks

PLAYSTATION 2 XBOX PC GAME BOY ADVANCE GAMECUBE NINTENDO DS

JUNE 2005



## grand theft auto San Andreas<sup>TM</sup>





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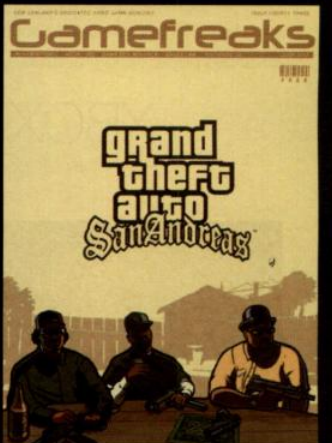
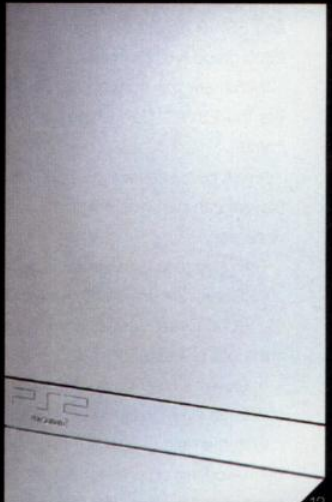
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### issue

# 43



## on the cover

It may have taken us four years but we finally got Grand Theft Auto on the cover! GTA San Andreas will already be familiar to all: this month we take a look at Rockstar's long awaited Xbox version. Also featured inside is this year's E3 event, THQ's revamped racer Juiced and the wacky Destroy All Humans!



Noel Leeming

BOND BOND

Harvey Norman  
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## KIWI PARIS BOUND FOR E-SPORTS WORLD CUP

Kiwi Stuart Cannan is off to France next month to represent New Zealand at Gran Turismo

The Electronic Sports World Cup, where Stuart will be among hundreds of competitors from 45 countries, is to be played at the famous Paris Louvre. Competitions for 2005 include Counter-Strike, Warcraft III and Pro Evolution Soccer 4.

36 year old Cannan won the New Zealand national preliminary competition on 28th May. He also came first in the 2005 Australian Gran Turismo championships in March.

The former kart driver is part of the GTiB race group which hosts private LANs every Monday night. Wanting to take their racing public, they appeared on TV3 news ahead of the release of GT4 in March and obtained sponsorship from Palmerston North based VR Concepts, which sells custom race cockpits online especially for games like Gran Turismo.

"Products like this take gaming to the next level, and that's what we are all about," says fellow GTiB member and ESWC organiser Martin Caie. The ESWC.co.nz website will be used to organise more events once the 2005 grand final has passed.

With many top console titles yet to be online enabled, organisers feel there is a definite need for offline events like the ESWC. Caie also runs the World Cyber Games in New Zealand, and is preparing for big things to come.

"From being offered the WCG and ESWC licenses last year, we are now talking about hosting leagues where players can participate weekly, online and in LANs, in a comprehensive national programme covering a variety of games."

The change is being led by some unlikely champions. Former All Black Joe Stanley and Silver Ferns captain Julie Coney are co-directors of WCG rights holders Cyber Marketing and Events (NZ) Ltd. Their involvement in the World Cyber Games comes after years spent in sports marketing and hospitality. Now taking their experience into e-sports.

At Queen's Birthday weekend Stanley captained the e-Blacks as they travelled to Sydney for a Trans-Tasman challenge event in Counter-Strike, Halo 2, Dead or Alive Ultimate and Warcraft III.

With the next generation of consoles, Caie believes his job will be a little easier than it is now. "Microsoft has been working on a spectator mode for its Xbox Live system for some time and we will see this up and running soon after the Xbox 360 console is launched.

"At the same time, games like Gran Turismo will benefit from tremendous advances in console technology with the PlayStation 3. We will not only see the series online, but with far more cars on the track and even more advanced physics and graphics."



*There is a lot of focus falling on online multiplayer gaming, but with many of the more popular titles still lacking online options, private LAN based events are starting to grow in popularity. Palmerston North based VR Concepts manufacture custom race cockpits especially for games like Gran Turismo*

## XBOX 360: MICROSOFT ROLL OUT RED CARPET

Intrepid Gamefreaks reporter Nigel Clark flew to Sydney recently to soak it up some of the razzle dazzle surrounded the Xbox 360



*Microsoft recruited Elijah Wood, a few obligatory celebs as well as some classically obnoxious pro-gamers for their glitzy MTV launch. But the star of the show was undoubtedly the Xbox 360 itself: a hugely powerful console with a sleek, more welcoming exterior*



It's Black Friday, and on that most auspicious of days I find myself flying to Sydney. On arrival the sky is overcast and the temperature is more akin to what we regularly experience on an average Auckland day. But that's alright since we're not here to lap up Bondai Beach or go shopping < sigh >, but to watch TV. MTV in fact, in a wee show hosted by our favorite Hobbit, Elijah Wood.

Accompanied by all the glitz, glamour, lights, cleavage and music you'd expect from an American music television program came a special unveiling by Microsoft. The first in the next generation of consoles, the Xbox 360.

The days where people can make jokes about the dark and bulky Xbox will soon be obsolete. It seems the I-pod has a lot to answer for by making technology cool because the 360 is heading down the same track. The controllers are now wireless so there's no need to worry about being caught up or tripping over a cord. Instead of an intimidating and harsh black and green brick we were greeted by a sleek model with curved sides and a gentle creamy white color. Has the Xbox turned wimpy on us?

Well it would seem not because under that almost feminine hood there's a whole lot of power. The game footage which was all so briefly displayed was nothing short of phenomenal with near photo-realistic graphics and incredibly lifelike physics. It gets better, with claims that these games were being shown on machines with a fraction of the power the final console will have at its disposal when it finally gets released; not to mention many more months ahead of development time for the games to get fine tuned to perfection.





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# NEXT GEN SHOWDOWN: NEW CONSOLES FACE-OFF

Gamefreaks has seen the future of next-generation gaming, and we like what we see



*The Gizmondo gears up for launch in the United States in August of this year facing fierce competition from both Nintendo and Sony*

The E3 (Electronic Entertainment Expo), held in Los Angeles in May each year, is a gamers nirvana. It's heaven and hell rolled into one. A paradise where we were assaulted by bright lights, loud music, and flashing screens for three full days- but boy, it felt good. We were tired when it was over, but satisfied. We had tasted from the cup of gaming goodness and drunk deep.

This year, we saw the return of some old gaming friends, some new characters and the launch of the next-generation console era, thanks to announcements by Sony, Microsoft and Nintendo on their plans for next-generation gaming (although, in all honesty, Microsoft had already announced their 360 a matter of days before E3, on MTV, which itself had information from it leaked on to the internet just days before it aired).

While both Microsoft and Sony used high-powered presentations two days before E3 to deliver more details about their Xbox 360 and PlayStation 3 respectively, Nintendo also revealed details about its Revolution console at their pre-show press conference. Not surprisingly, details were light, but Nintendo plans to make the console no thicker than three DVD cases stacked together.

At Sony's pre-show announcement, we were assaulted both visually and aurally, with Sony showcasing the rendering power of its "supercomputer for the home", showing off footage from an Unreal Engine 3-powered game coming to the console, as well as pre-rendered footage of games like a revamped Killzone, dirt racer MotorStorm and Final Fantasy XII, from Square Enix, who, incidentally, seem to be putting a dollar each way, as they are producing Final Fantasy XI Online for the 360.

Microsoft, too, continued the visual and aural attack, with Xbox top men J Allard, Robbie Bach and Peter Moore saying the 360 was the "future of gaming" and would "redefine what it means to have fun".

Look at the specifications of each machine on paper and there doesn't seem to be much between them. Both consoles herald the first step to mainstream high-definition graphics and audio to consumers, with both Microsoft and Sony aiming at getting their consoles into the living rooms of homes around the world. Both consoles have wireless capabilities and detachable hard discs, and will be able to link up to multimedia devices, such as MP3 players, digital cameras and PCs, and let consumers connect to the internet.

Nintendo's Revolution will have 512Mb of flash memory, be backward compatible with GameCube games and, perhaps the most innovative feature of all, would have downloadable access to 20 years worth of Nintendo games, from the Nintendo 64

right up to the Nintendo Entertainment System (NES). Expect more from Nintendo as the year goes on. Nintendo also announced its GameBoy Mini, a pocket sized handheld that will appeal to the trendy generation, where looks count.

At the end of the day, though, it doesn't matter what cool features the consoles will have, it's all about the games, and we saw plenty of games that remind us each day why we love gaming. Alas, there isn't enough space to list every game we saw, so here are some that impressed us the most.

For the Xbox 360, we saw Gears of War, an Unreal Engine 3 powered game that's a cross between a full-on action shooter and survival horror. We saw the demo reel at the Microsoft stand and it's looking easily one of the best 360 games out there.

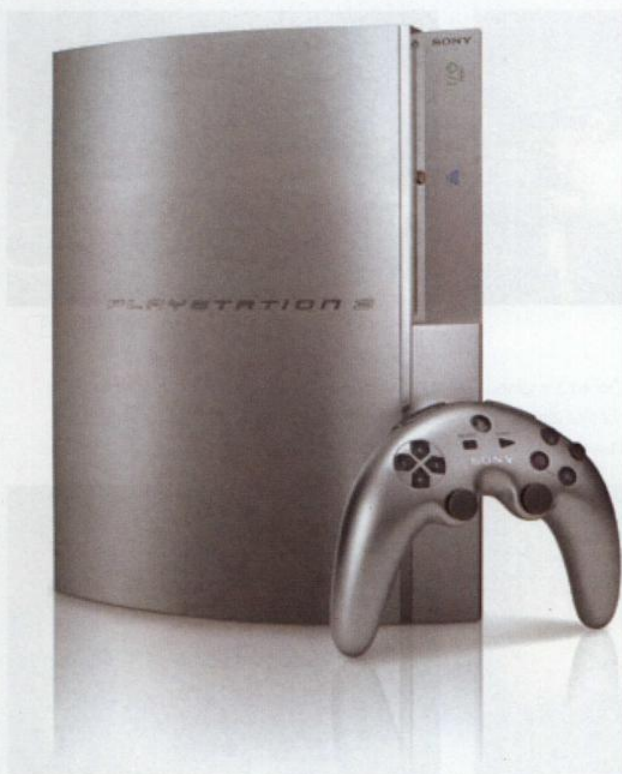
Not to be outdone, Sony impressed the pants off us with a demo put together especially for E3 of Killzone for the PS3, as they did with the demo for racing game MotorStorm. It looks absolutely awesome.

From the world's biggest publisher, EA, comes Need for Speed: Most Wanted, with its photorealistic environments and real-world vehicles that were scanned to capture all the details- paint imperfections and all. It's looking mighty impressive, as is Madden 2006, which has enough detail to make purists go berserk. During



*The Xbox 360 will launch in the US first, "this holiday season", followed soon after by the European and Japanese debut in December*





There were numerous eye-catching PS3 trailers on show at this year's E3, including titles like *Killzone 2*, *Formula 1*, *Tekken 6*, *Final Fantasy XII* and *Metal Gear Solid 4*

a demo at the EA stand, we stood amazed as the camera zoomed into the head of a lone American football player, standing in the middle of a stadium. We could see individual whiskers on his face, pores on his face, a scar on his chin and the individual threads on his shirt. Just amazing.

Also look out for *The Godfather*, based on the movies and first book of the Corleone family saga. We've played through some of it, and the unique black-hand fighting system allows you to rough up victims, throw combination moves and even thrown victims from the rooftops.

We've also seen *Call of Duty 2* and Tom Clancy's *Ghost Recon 3*, and all we can say is "wow". We've also seen *Half Life 2* for Xbox, *Kameo* for 360 and *Pursuit Force*, for the PSP.

Gamefreaks has also witnessed the return of the barbaric Strogg, back to consume the human race in *Quake IV*, a direct sequel to *Quake 2*. In *Id*'s first-person shooter, you play Rhino squad marine Matthew Kane, who, in a unique twist, infiltrates the Strogg stronghold as one of their mutated own. The brief movie we saw left us wanting more, much, much more.

A promising looking first-person shooter also is *Black*, coming from Criterion, developers of the *Burnout* series. At a private screening of a demo reel, part of the development team told Gamefreaks that *Black* was "basically big guns shooting things up", inspired by the loud explosions and endless gunplay in almost every Arnold Schwarzenegger movie ever made. We watched as roofs were shot up to collapse on enemies and signs blown apart, dropping onto hapless foes.

One game that can't go without mention is *King Kong*, based on Peter Jackson's movie featuring the giant ape. Gamefreaks was lucky enough to be invited to watch a 15-minute demonstration of the gameplay at the Ubisoft stand, which showed the player become both human Jack Driscoll, fighting giant millipedes and a tyrannosaurus rex, and then King Kong himself. Executive producer Xavier Poix told us that Peter Jackson has played a pivotal role in the production of the game after being impressed by co-producer Michel Ancel's *Beyond Good and Evil*, and the player would become Kong for about 30 per cent of the game, which was due for release in November.

An interesting game from legendary designer Peter Molyneux, at Lionhead Studios, is *The Movies*, a sim-like game where you get to, well, make your own movies,

Obviously, sex sells, but how come we never see any of these scantily clad women actually playing a game? They're smiling on the outside, but three days of snapping Polaroids with sweaty game geeks leads these girls to swear off video gaming forever



right from hiring the actors and writing the script, to shooting the film and adding the soundtrack. A neat feature is your movies can be saved as .avi files then posted on the Activision website for everyone to enjoy.

*Saints Row*, from THQ, deserves a mention, too. While the next-generation console game is bound to be compared to *Grand Theft Auto: Vice City*, the gameplay we saw shows a more free-form city to roam, with total interactivity from the start and a streaming world \_ meaning no loading screens between locations. However, with the violence we saw, *Saints Row* is certain to get an R18 rating.

Unfortunately, we can't mention every game we saw at E3, but rest assured you won't be disappointed at the line up for the next year; there's bound to be something there to keep every gamer satisfied. Happy gaming.



Nintendo's Revolution is about the size of a stack of three DVD cases and has no visible knobs, buttons or ports for joysticks. The system will use only wireless controllers, and it sits flat or stands vertically





**THE LEGEND OF ZELDA: TWILIGHT PRINCESS**  
GAMECUBE / NINTENDO

Nintendo kingpin Shigeru Miyamoto and director Eiji Aonuma gave Twilight Princess a more realistic look, along with a new intuitive control scheme.



**QUAKE 4**

XBOX, PC / ACTIVISION

Based on a modified version of the Doom 3 engine, Quake IV utilises a new AI system that lets players fight alongside clever Marines using team tactics.



**NEED FOR SPEED MOST WANTED**

PS2, XBOX, PC, XBOX 360 / EA GAMES

The latest in EA's NFS series was one of the best racers on show this year. NFS Most Wanted is a street racing game with high speed police chases.



**TOMB RAIDER LEGEND**

PS2, XBOX, PC / EIDOS INTERACTIVE

Lara Croft is returning to the PC, PS2, and Xbox this year with the release of Tomb Raider: Legend. Development is being handled by Crystal Dynamics.



**JAK X: COMBAT RACING**

PLAYSTATION 2 / SONY COMPUTER ENTERTAINMENT

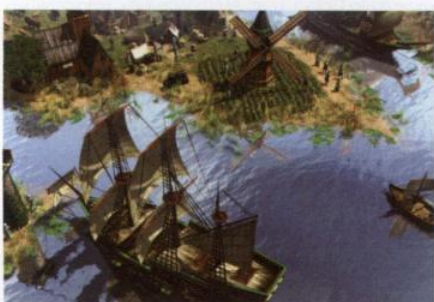
Picking up where Jack 3 left off, Jak must save the world from poisoning. To find the cure, Jak must compete in dangerous combat racing.



**KILLZONE 2**

PLAYSTATION 3 / SONY COMPUTER ENTERTAINMENT

Since we've been covering E3, we've never seen anything as insanely amazing looking as Sony's demonstration of Killzone 2 running on the PlayStation 3.



**AGE OF EMPIRES 3**

PC / MICROSOFT GAME STUDIOS

You'd have to be the most jaded of RTS fans not to be excited at the prospect of another Age of Empires game, especially one that looks this sumptuous.



**187 RIDE OR DIE**

PS2, XBOX, PC / UBISOFT

187 Ride or Die tells the story of a reluctant urban hero named Buck, a young man living a thug's life seething with money, fast cars and beautiful women.



**NINTENDOGS**

NINTENDO DS / NINTENDO

Remember Tamagotchi? Bandai's lo-tech pets took Japan by storm in the mid-'90s and Nintendo has crafted a clever canine owning sim for the DS.



**SOUL CALIBUR 3**

PLAYSTATION 2 / SONY COMPUTER ENTERTAINMENT

Soul Calibur III offers the series' hallmarks of exhilarating sword-fighting action and profound martial arts while also delivering highly improved graphics.



**THE MOVIES**

PS2, XBOX, PC / ACTIVISION

The Movies packs an attractive appeal. You get to make your own movies, manage your own studio, and fiddle with the lifestyles of the rich and famous.



**THE GODFATHER**

PS2, XBOX, XBOX 360, PC, PSP / EA GAMES

The Godfather places you at the center of one of history's cinematic masterpieces, allowing you to rise from lowly outsider to envied and feared Don.





### SPORE

PS2, XBOX, PC / EA GAMES

Spore lets players follow the evolution of an organism from microorganism to intergalactic domination, through a bewildering variety of game styles.



### MARIO KART DS

NINTENDO DS / NINTENDO

Mario Kart DS for the DS offers up an amazing handheld kart experience using the DS's 3D capabilities and the wireless functionality of the hardware.



### PREY

PC, XBOX / 2K GAMES

Shooters with realistic physics are common, but Prey deliberately twists the law of gravity to produce environments that aren't like anything else ever seen.



### PERFECT DARK ZERO

XBOX 360 / MICROSOFT GAME STUDIOS

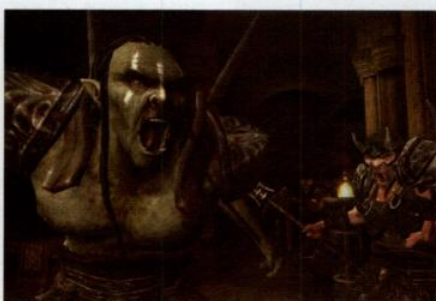
As great as the graphics look, the gameplay is even more impressive; very realistic, like a tactical shooter, with people taking cover while all guns are blazing.



### BURNOUT REVENGE

PS2, XBOX, XBOX 360 / EA GAMES

Burnout Revenge challenges gamers to exact their revenge on rush hour traffic, rival racers and anything else that gets between them and the finish line.



LORD OF THE RINGS ONLINE: SHADOWS OF ANGMAR

PC / TURBINE ENTERTAINMENT

Adventuring alone or in groups, you may fight alongside the cold-blooded armies of Sauron or ally yourself with the noble Elves, Dwarves and Men.



### COMPANY OF HEROES

PS2, XBOX, PC / THQ

Company of Heroes' superb visuals, real-world physics, and excellent friendly and enemy AI make it one every strategy buff should be watching carefully.



### THE WARRIORS

PS2, XBOX, PC / ROCKSTAR GAMES

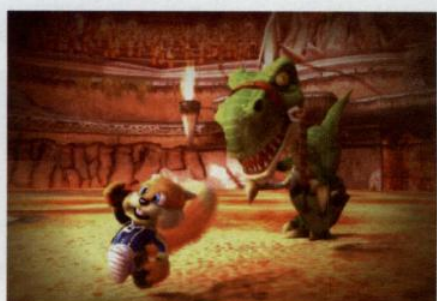
All that stands between them and home are 20 miles and 100,000 gang members. The streets are owned by the armies of the night but there's no going back.



### WIPEOUT PURE

SONY PSP / SONY COMPUTER ENTERTAINMENT

The latest in the seminal Wipeout series. Hi-tech weapons, hi-octane speed and a high-tempo dance soundtrack combine beautifully on Sony's PSP.



### CONKER LIVE & RELOADED

XBOX / MICROSOFT GAME STUDIOS

Conker is back in an all-new Xbox Live, team-based shooter. Conker is a cartoon rodent with a penchant for booze, wild women, and lewd conduct.



### PRINCE OF PERSIA 3

PS2, XBOX, PC / UBISOFT

POP3 is shaping up nicely. It has the design sensibilities of the first game, the gameplay advancements of the second, and unique feel all its own.



### GEARS OF WAR

XBOX 360 / MICROSOFT GAME STUDIOS

Gears of War hits all the right buttons with gorgeous graphics, tactical combat, physics puzzles, and cooperative multiplayer.





## CRICKET 2005

PS2, XBOX, PC / EA SPORTS

EA Sports will be releasing their third cricket title on the PS2, EA Sports Cricket 2005 next month.

The developers are now including domestic teams from England, Australia, New Zealand and South Africa. Naturally the developers have secured the licenses from Cricket Australia, ECB, NZ Cricket and the South African Cricket team. As well as Test Matches and One Day Internationals the developers are including all-new Twenty20 tournaments - a format which was trialed here and in Australia last summer with some success.

Over 35 accurately modelled stadiums from around the world including Lords in England, Calcutta, Melbourne, Auckland, Cape Town, Barbados and Lahore are included. EA Sports Cricket 2005 includes a variety of pitch types and conditions, detailed real time weather effects, and night modes for Day/Night matches.

Over 1000 new Motion Captured moves allowing amazing player animations across all areas of the product. The game is also presented in the same style as TV with overlays and replay features.



## THE FANTASTIC FOUR

PS2, XBOX, PC, CUBE / ACTIVISION

Videogame playing comic fans are going through a bit of a golden age at the moment, especially those favoring the Marvel lineup. Activision has capitalised on the wake of blockbuster movies with solid work like the X-Men Legends and Spider-Man 1 & 2 games. This summer Fantastic Four becomes the next Stan Lee classic to reach the silver screen.

One of the hallmarks of the Fantastic Four has always been how much stronger they are as a team than any single one of them individually. It would appear to be a group tailor made for the X-Men Legends style of game.

In reality the game takes an approach much more like the Spider-Man series. This is most definitely an action game. Whichever character you currently control is the focus of both the screen and most of your attention. Button mashing will yield two attacks, but the meat of the game will be in using each member's special powers.

Author Zak Penn (who also wrote the film X2) has written a story based around a core that follows the plot from the Fantastic Four movie. The road ultimately leads to an epic showdown with their eternal arch foe Dr. Doom.



## KILLER 7

PS2, CUBE, PC / CAPCOM

Gamers assume the role of Harman Smith, an assassin who vows to stop an underworld kingpin who has unleashed bloodthirsty creatures into the world, referred to as "Heaven Smiles." Harman is wheelchair-bound, but can use his mind to release seven unique alter egos to fight against this evil threat. Only by switching between these various personas can you stop these deadly Heaven Smiles from wreaking havoc on city streets. Eventually, your goal is to track down and assassinate Kun Lan.

Is this style over substance or a stroke of genius? We'll have a full review of Capcom's surreal shooter next issue.

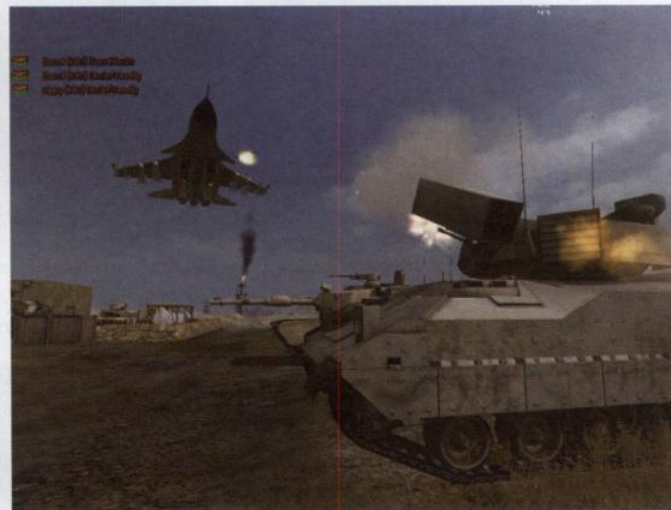


## BATMAN BEGINS

PS2, XBOX, PC / EA GAMES

There is perhaps no darker hero in comic book history than Batman. As in the upcoming film, this Batman is one that closely resembles the character of Frank Miller's Year One graphic novels. No more silliness or self-deprecation, this is the story of a troubled man, one who watched his parents die before his very eyes. A man who trained, pushed himself to the limit with the best of the best in every part of the globe, and a man who's just crazy enough to use that training to become a human bat, preying on the scum of his city.

Oh, and you get to drive around in the Batmobile too.



## BATTLEFIELD 2

PC / EA GAMES

EA's long awaited sequel to the online favourite Battlefield 1942 is released this month. Just as we all expected, Battlefield 2 is set during modern times, so players will be driving, piloting and firing much of the equipment being used overseas today. Blackhawk helicopters, F-16 fighters, Humvees, and Bradley tanks will all be accessible to fighters on the US side of things. Alternatively, there's the Middle-East Coalition (MEC for short), whose gear is less state-of-the-art, but just as deadly. AK-47s, F-15s, anti-aircraft SAMs and T-90 tanks will make up their arsenal.



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## FANATEC SPEEDSTER 3 FORCE WHEEL

RECOMMENDED RETAIL: \$249.95

When asking some friends what they thought today's Germany excelled at manufacturing, their answers were luxury cars, sausages, heavy metal, beer and questionable porn. What's all this got to do with gaming you might ask? The answer is nothing at all. However they did miss one sumptuous piece of engineering which is a must for anybody who takes their racing games seriously, the steering wheel.

The Fanatec Speedster 3 ForceShock is being rightly touted as the only truly Xbox Live compatible steering wheel. The reasoning behind this is because it boasts a port where the online gamer can plug in his or her Xbox Live headset. Without this there would be no chatting with fellow racers, and more importantly still, no smack-talk while fulfilling one's automobile fantasies.

Even if you're not one to take your racing online, the Speedster 3 remains an excellent choice if a well made, easy to use wheel is on your shopping list. There's plenty of customization options. Rubber grips on the wheel itself eliminate slip-pages while the various buttons take position in the middle in lieu of a horn. The brake and acceleration pedals come on their own platform which has rubber ridges, once again with the aim of preventing feet from ending up where they shouldn't be.

Any issues with the wheel were rather inconsequential. We felt it was a little too top heavy and prone to tipping forwards if given the slightest excuse, a clamp is included to prevent this mind you. Despite what the manual claimed it was not particularly comfortable to place your lap...all that means however is that a decent table or platform and a comfortable chair is needed, no worries right?



## SILVER SLIMLINE PLAYSTATION 2

RECOMMENDED RETAIL: \$299.95

Last year Sony released a new, slim version of the PlayStation 2 console and now that very machine has had a respray in stunning silver. The package includes the console itself, one controller and the necessary AV and power cables. This new style PlayStation 2 console is smaller and lighter than its predecessor and features a built-in ethernet port for Internet connectivity.



## GAME BOY ADVANCE SP EMERALD

RECOMMENDED RETAIL: \$219.95 (INCLUDES CONSOLE & GAME)

Score yourself a cool Emerald green Game Boy Advance SP this month and a copy of Pokémon: Emerald for one hot price. The limited edition GBA SP is being packaged with Pokémon Emerald: an extension of Pokémon Ruby and Pokémon Sapphire.

## LOGITECH MX518 GAMING MOUSE

RECOMMENDED RETAIL: \$119.95

Many of today's best-selling PC games have scenes that require lightning fast moves in one instant, but in the next ask for pixel precision. With an expected retail price of \$119.95, the Logitech MX518 Gaming Mouse puts quick-shift controls at gamers' fingertips - with one click, they can instantly increase and decrease mouse resolution from as high as 1600 dots per inch (dpi) to as low as 400 dpi.

PC gamers looking to their mouse for a winning edge in a combat game no longer need to choose between maximum speed and optimum precision; they can have it both ways with the new Logitech MX518 Gaming Mouse. "Gamers are the best source for ideas on how to build the perfect mouse because they know what tools they need to dominate," said Marco Manera, of Logitech. "We've continued to work closely with gaming experts to define the critical features they want in a mouse, and we've improved upon our acclaimed MX performance optical engine. With advanced specs such as 1600 dpi resolution and the flexibility to adjust sensitivity on the fly, the MX518 mouse is the most powerful gaming mouse on the market." Check out more Logitech gaming products at [www.softprint.co.nz](http://www.softprint.co.nz)





18+

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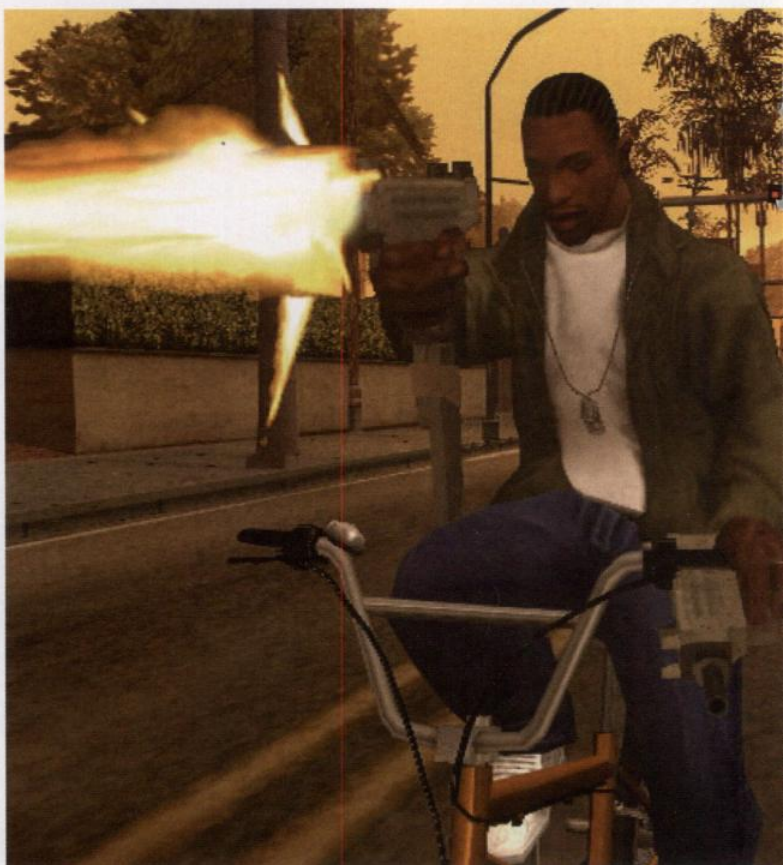
# GRAND THEFT AUTO SAN ANDREAS

PLATFORM: XBOX  
 GENRE: DRIVING/SHOOTING  
 PUBLISHER: ROCKSTAR GAMES  
 DEVELOPER: ROCKSTAR NORTH  
 RATING: 18+  
 PLAYERS: 1-2 PLAYERS  
 WEBSITE: WWW.ROCKSTARGAMES.COM  
 RECOMMENDED RETAIL PRICE: \$99.95  
 RELEASE DATE: OUT NOW

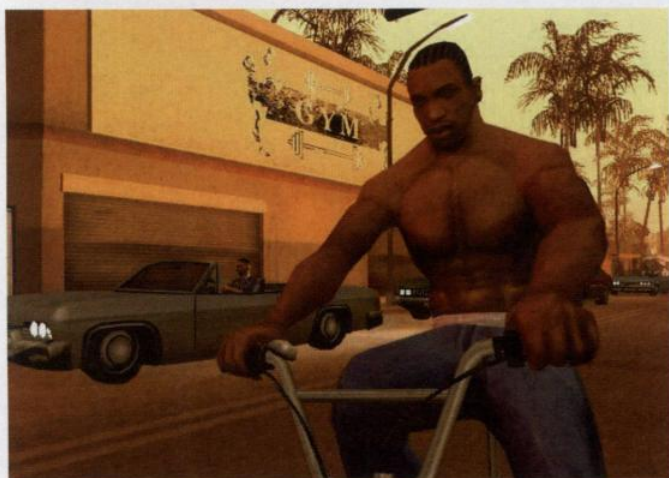


Six months on from the release of Grand Theft Auto: San Andreas, Rockstar North have finally made it possible for Xbox owners to get a slice of the sweet sweet San Andreas pie, and while there's not a huge amount of difference between the PS2 and Xbox versions, San Andreas on the Xbox without a doubt looks shinier, smells minty fresher and has some pretty cool new functions we think you're gonna dig.

Despite not having had the opportunity to play it on the Xbox yet, by now you'll know whether you're on the GTA bandwagon or not, having had plenty of time to soak up GTA through Vice City etc. This time round we've moved on a decade from the glitz and glamour of Florida in the 80s and settled in the 90s in downtown LA. Well that's where you start anyway, but by the time you're anywhere near half way through you will have gone from LA to Las Vegas and



One of last year's biggest PlayStation 2 games is barreling toward the Xbox--Grand Theft Auto: San Andreas will hit Microsoft's big black box this month



Character customisation is new to the series and lets you influence CJ's weight and muscle mass, taste in clothing, and more. At least you can look sharp as you steal every car in sight and build your criminal empire from the ground up

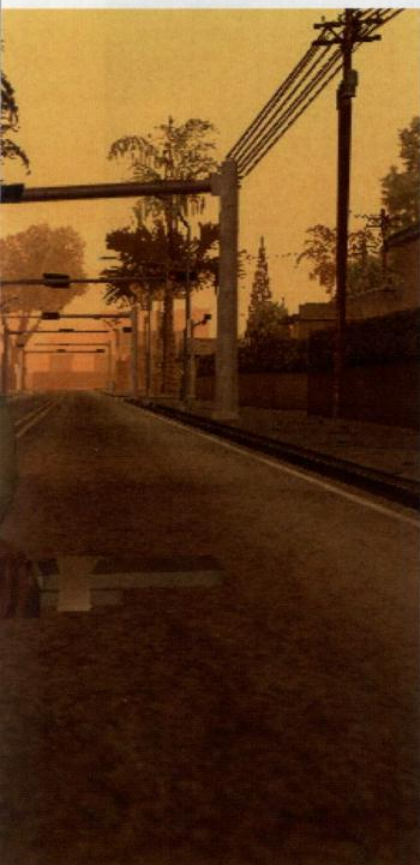
San Francisco, or at least their fictitious counterparts. This is one huge game. Looks-wise the Xbox version doesn't change much from the PS2. Sure there's some visual improvements: it looks sharper, the textures look nicer and there's widescreen support, plus on the whole there's more detail, signs are easier to read, draw distance has improved and the ever-present smog is now a visual treat rather than a method to hide things on screen to improve performance. Despite this however it might be prudent to point out that essentially the two versions are quite similar; what's important here is the game and it's pretty hard to improve on near-perfection.

The three cities, Los Santos where it all begins, Las Venturas and San Fierro, all of which are as big as anything in any of the previous titles, are separated by acres of countryside, mountains and smaller towns. Rockstar North have done an absolutely amazing job making GTA:SA work on many different levels from huge scale strategy type play right down to micro-missions. There are literally thousands of things to do.

The Xbox version has made moving from area to area even smoother than the PS2 and entering buildings and finishing levels etc flow seamlessly together which really helps keep you right there in the game. Oh, it takes a bit to load at the beginning, before the game starts but you could play through the rest of the game and not be interrupted once, except the fact that it'll take you well over 60 hours to get anywhere near looking like you're getting through the game so you'll have to stop to eat from time to time.

You're also given the ability to rip your own music for the game in the form of its own radio station. This is perhaps the most kick-ass difference between the two platforms. While not absolutely necessary since the original game soundtrack rules in the schools, being able to bust jams to your own sounds is a plus in anyone's books. Even cooler; you can set the in-game ads to play in between your tracks to increase the feel that your music belongs in the game. Also new to the Xbox version is the 30-second replay feature, which allows





by two dirty cops (one of them played by Samuel L. Jackson) who rob him and frame him for the death of a cop so they can get him to do their dirty work. CJ (as we all know him) makes it back to his hood and his homies and gets back to his old tricks. There's plenty of gang action to be had: drive out of your hood even a block and rival gangs will chase you and be shooting at you the moment you relax your guard. It's not just limited to you either, you're just as likely to see your fellow gang mates beating the crap out of some neighbouring gangsters, or getting busted by the cops for tagging the pizza parlour. It's watching this living system happen while you drive around that makes the game so much fun. One of the bigger changes to the game is the fact that CJ changes appearance. Run around and you lose weight and gain stamina. Eat lots of pizza and you get fat. Go to the gym and buff up and learn some more fighting moves. You can get tattoos, haircuts, buy clothes, and people react to all this. Buy a cheap shirt and your homies will comment rudely that you look like shit. And, for the first time, you can react back. Someone disses your shoes, you tell them to piss off. A hot chick wanders past and tells you she likes your hair, so you tell her she's got a nice ass.

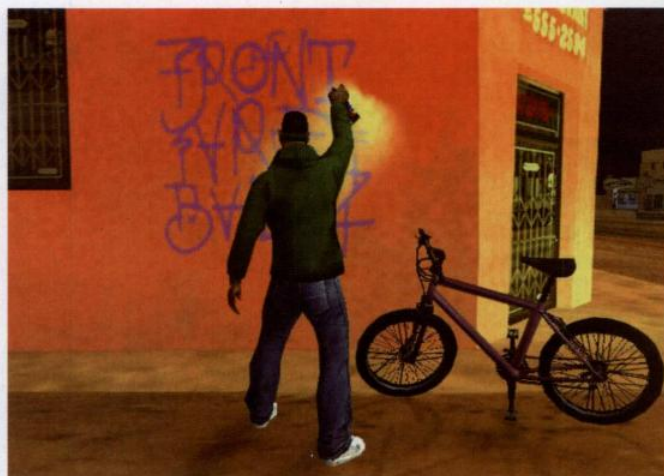
you to rewind and watch again in slow motion all the weird shit that goes down while you play the game, and save the action in a clip to prove to your mates it really happened.

Our hero is Carl Johnson, an ex-gangbanger who has returned to San Andreas from Liberty City (the city in GTA3) to mourn his dead mother.

On his way into town Carl is accosted

Driving around the map feels good too. Many of the cars from Vice City make a welcome return along with many made specially for San Andreas.

There are new cars, motorcycles, planes, boats and, new to San Andreas, BMXs. Each car has very distinctive differences and riding round on a BMX is so much fun it's just not funny, espe-



*Vice City let you make your own custom radio station with songs ripped from your own CDs, but Rockstar has done that feature one better by letting you set up your track list like a radio station, mixing in DJ chatte and commercials*



*Rockstar have added a nifty replay feature that will let you pause the game at any time and rewatch the last 30 or so seconds with full camera controls so you can check out that rad stunt you just pulled off, or whatever*

cially when there are also halfpipes and empty pools to be ridden. This is another aspect of the game that is just so amazing: all the little mini-games. As well as the halfpipes for the BMX, you can walk into a bar and play spacies, go betting on horses or at casinos, play basketball, burgle houses in the middle of the night, the list goes on and just

when you think you've discovered it all, you turn a corner and something new pops out at you. There's just no end to what you can do.

It's been said before that Grand Theft Auto is one hell of a good game. We tend to agree and now Xbox owners get a chance to find out just how good it is too.



# JUICED

PLATFORM: PS2/XBOX/PC  
 GENRE: STREET RACING  
 PUBLISHER: THQ  
 DEVELOPER: JUICE GAMES  
 RATING: 12+  
 PLAYERS: 1-8 PLAYERS/ONLINE  
 WEBSITE: WWW.THQ.COM  
 RECOMMENDED RETAIL PRICE: \$99.95  
 RELEASE DATE: JUNE 24



Not many games have had a past as full of turmoil as Juiced has. Shortly before it was scheduled to be released last year, the publisher Acclaim went bust and after that many doubted it even had a future. However THQ has picked it up and given it a right good polishing and overhaul and plans to make it into a franchise as popular as the huge Need for Speed series.

Despite its troubled beginnings Juiced has a huge amount of promise.



*it takes the ball bearings to go up against the trash-talking, nitrous-burning faithful who want to strip everyone of their cash, cars and pride*



*Style comes in a close second to speed, and Juiced offers thousands of real-time modding combinations that empower players to create their ultimate personality-infused street machines*

An arcade-style street racer with a difference: it's as much about impressing your crew and hotting up your ride as it is about the actual racing. While there are similarities between Juiced and the other racing titles out there it would be fair to say Juiced is a bit more relaxed and has a shallower learning curve.

Hosting more than 50 licensed vehicles including the hottest Japanese street rides, American muscle-cars and European additions to boot Juiced is definitely well kitted out, but this is definitely a title for the gearhead, with a lot of focus on the actual car and how

you can make it look, sound and drive better. Cruise mode for example just puts you on a circuit and lets you go loose, pulling donuts, 180s and other moves to earn the crowd's respect and hence win the round.

While the courses aren't exact replicas of real-world cities each course feels like somewhere you know and are well designed and feel natural.

The career mode is where most of the action is of course and is divided into many different sub-career modes, each of which focusing on different aspects of the game; Millionaire mode gets you racing high-end sports cars while the Pink Slip mode gets you putting your conjones on the line. You can complete these at the same time and if you're onto it you soon build up quite the collection. Organise all your races using the calendar or via your mobile, which is cool since you don't have to drive around until you find an event you're keen on entering, and getting texts from your opponents telling you where the action is makes things feel a bit more real.

As you get better and gain more respect you become part of a crew and get cool enough people will keep asking to join, which again gives Juiced the edge over other games in making the action feel more sociable and real.

The customisation available is huge with a massive array of available after

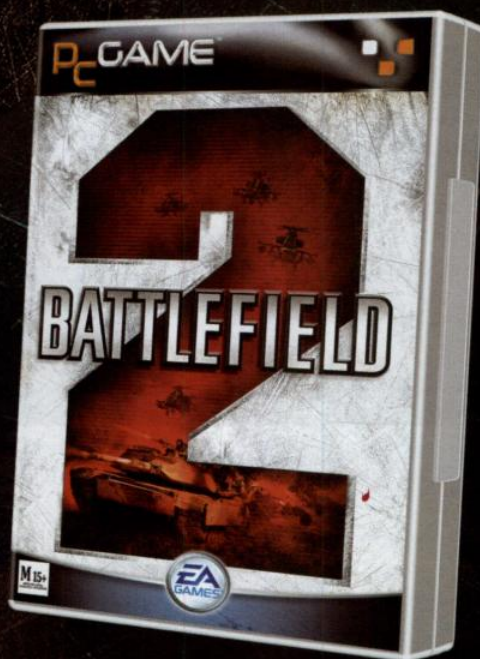
market parts with which to make your car look cooler or drive faster. Be careful how you spend your cash though because if you soup your machine up too much you won't be able to enter it in some of the classes; you could end up racing in a class above your ability too early on which can make winning pretty hard: the Juiced AI is a tough beast to crack.

All in all Juiced is a much better title than it was pre-THQ. They've made some pretty crucial changes which have definitely made Juiced one of the top street-racing titles of this year rather than a title which at one point could have just faded into the forgotten past.





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# DESTROY ALL HUMANS!

PLATFORM: PS2, XBOX, PC  
 GENRE: THIRD PERSON SHOOTER  
 PUBLISHER: THQ  
 DEVELOPER: PANDEMIC STUDIOS  
 RATING: N/A  
 PLAYERS: 1 PLAYER  
 WEBSITE: WWW.THQ.COM  
 RECOMMENDED RETAIL PRICE: \$119.95  
 RELEASE DATE: JULY 1



Ever since Space Invaders first appeared a quarter of a century ago, civic minded gamers have been fending off aliens hellbent on taking over the earth and enslaving all of mankind.

Loaded with tongue-in-cheek laughs, innuendo, and non-stop references to sci-fi pop culture, Destroy All Humans! is about to turn the tables, with players assuming the role of bug-eyed foot soldier Cryptosporidium-137, a clone in the alien Furon army.

Centuries of war (and no obvious genitalia) have left the Furons incapable of reproduction so they survive by cloning. Cryptosporidium-137 is on a do-or-die mission to complete the assignment of his predecessor (Cryptosporidium-136)



*Your mission is to infiltrate humanity, control them, harvest their brain stems and ultimately destroy them. Take to the skies in your UFO, abduct animals and humans for research, or cause large-scale destruction*



*Arm yourself with a variety of alien weaponry on land or in the air. Use the Ion detonator, the Zap-o-Matic, the Sonic Boom, or even the Quantum Deconstructor to eradicate feeble humans*

to retrieve Furon DNA from the pathetic earthlings.

Players can explore five massive and fully destructible environments using all kinds of alien abilities to manipulate humans into submission. Crypto's powers will include: hypnotize, body-snatch, read minds, and levitate. Crypto will also have a huge arsenal of alien weaponry at his disposal, both on land and also in the air - with his classic 50s saucer. Use the Ion detonator, the Zap-o-Matic, the Sonic Boom, or even the Quantum Deconstructor to eradicate the puny humans.

The early code THQ showed us offered a fairly complete view of the game, and let us dive straight into the tutorial level that soon had us mutilating cows and using the dreaded anal probe to scare

the bejeezus out of hapless farmers. In fact, Crypto gains several abilities early on, including the ability to cloak himself and hypnotize earthlings to entice them onto his ship.

The gameplay is impressively varied, and leaves things more or less open to being tackled however you want. The ragdoll physics on the humans and the general ultra-powerful control you have over the environment. You can actually hop into your space ship and level an entire city if you've got about 15 minutes. All making for some heady bits of exploration and indulgence in that part of all of us that just likes to screw with people, but it also means you're rarely limited to one style of play.

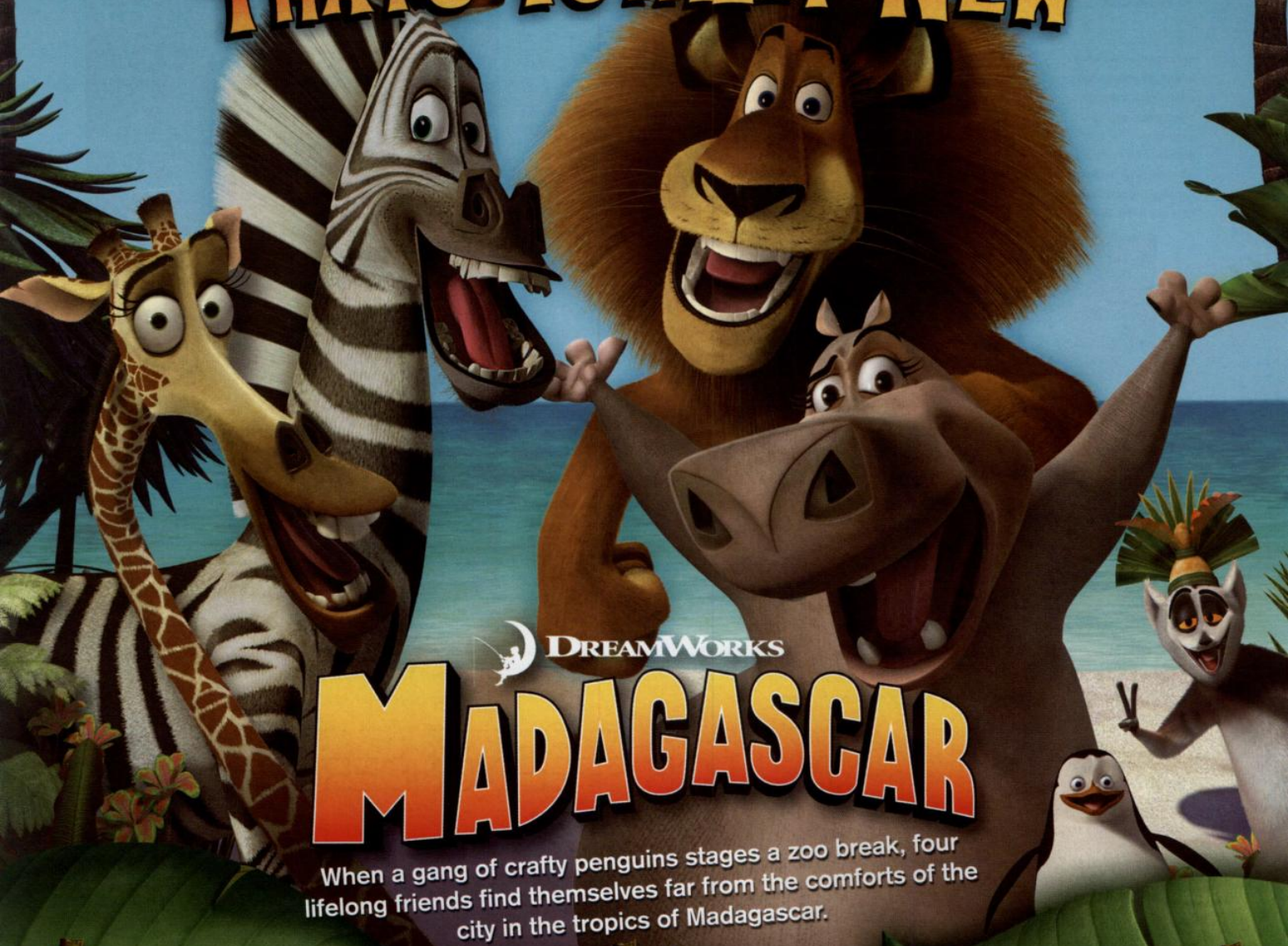
Disguising himself or implanting suggestions in minds takes concentration,

indicated by a handy meter that fills as he walks around cloaked. Luckily, Cryptosporidium-137 can suck brain juice out of anyone passing by to essentially walk among humans for as long as he wants. This also has the added benefit of extracting the thoughts of the target at that moment, sometimes getting info, but almost always making for a great laugh.

Part Mars Attacks! and part Grand Theft Auto, Destroy All Humans! is looking spectacularly fun, the developers have incorporated the feel of a 50's B-movie perfectly. The release really couldn't come at a better time with the marketing machine for the Steven Spielberg's War of the Worlds gearing up. Fortunately it looks like Pandemic Studios have got the game just right.



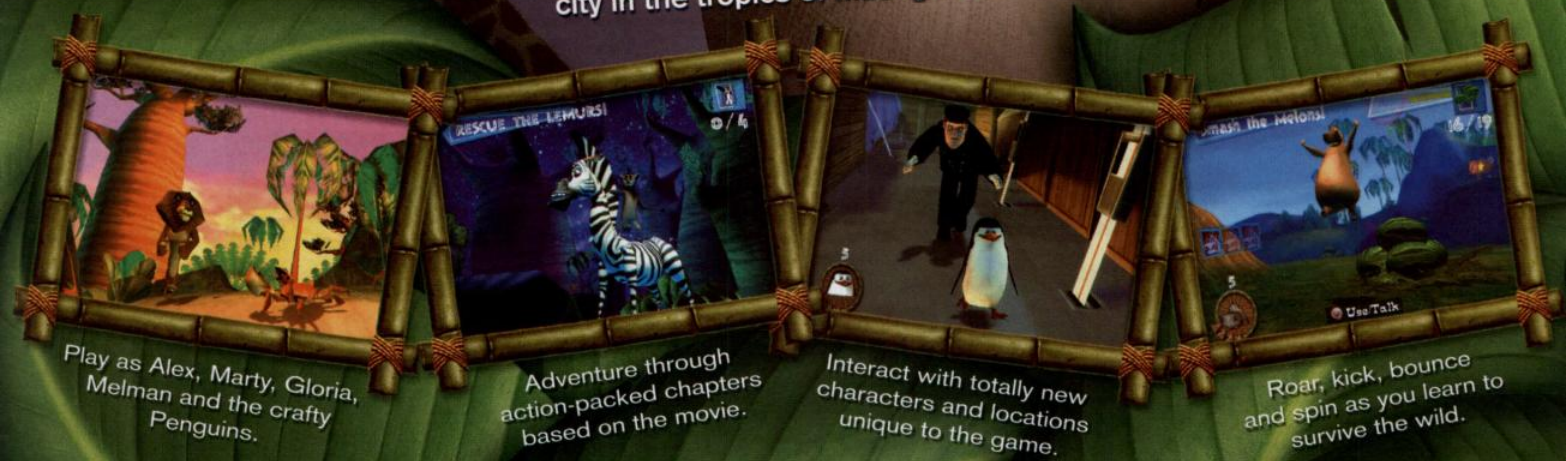
# FROM THE ZOO, TO A PLACE THAT'S TOTALLY NEW



DREAMWORKS

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# RIDGE RACER DS

PLATFORM: NINTENDO DS  
 GENRE: STREET RACING  
 PUBLISHER: NINTENDO  
 DEVELOPER: NAMCO  
 RATING: G  
 PLAYERS: 1-4 PLAYERS  
 WEBSITE: WWW.NAMCO.COM  
 RECOMMENDED RETAIL PRICE: \$79.95  
 RELEASE DATE: JUNE 24



Namco's celebrated Ridge Racer series is usually associated with Sony, having featuring as a launch title for all of their consoles, including the PSP. This time, the series is serving double-duty on Nintendo's DS.

Ridge Racer DS is a clear-cut port of Ridge Racer 64. The graphics show off the considerable power of the DS, offering three camera modes. The default (and best) offers a first person view, with no image of the car. This gives a great sense of speed, a solid frame rate, and the easiest time turning through the course.

As you progress, the tracks and other racers become more and more difficult to beat. And while the tracks get harder, they are basically just variations of the three main worlds. There are three tracks, both in normal and reverse mode, and one extra track as well, also available in reverse.

Grand Prix is where players will spend most of their time. In order to be able to move on to the next course, players must win every race. It's not that hard at first, but as the levels progress, so does the difficulty so you'll have to master the art of drifting around corners in order to advance.

Multiplayer is a marked highlight. If your buddy has a DS, but doesn't own a copy of RR DS, there's an option for single cart multiplayer and your friend can just enter the race as a guest, using a car from your garage.

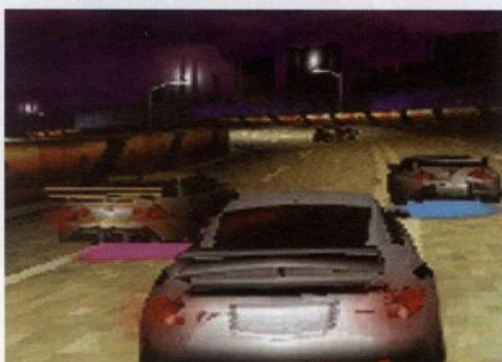
Overall, the game is pretty impressive, especially for a handheld racer. The gameplay is a bit samey in places but the cars have a nice feel to them.



*Ridge Racer DS offers all the fast-paced action you've come to expect from the Ridge Racer name -- now in the palm of your hands on the Nintendo DS*



# NEED FOR SPEED UNDERGROUND 2



Create custom designs in the Design Studio. Players can also manage their nitrous usage during a race by using the touch-sensitive panel to control the power of their boost

Owners of the Nintendo DS will soon be able to get their hands on EA's latest underground street racer, Need for Speed Underground 2. The Underground series takes the player into the mysterious, midnight world of underground racing. It's all about tricking out your car, customising the body, engine, paintjobs, adding nitrous, and hooning through street courses at ridiculous speeds.

Each track's stats and navigation map have the whole bottom screen to themselves, which can also be used as big, fat, nitro boosting buttons, leaving the top screen racing uncluttered.

Unlike the console versions of the game, the Nintendo DS version of Need for Speed Underground 2 doesn't have an in-depth story mode. Circuit mode is your typical race, where you go a certain number of laps, and whoever is in first place at the end is the winner. Own the Zone is an interesting alternative, where the course is broken down into several different sections, and the racer who gets the best time in each section "owns" that zone. At the end of the race, whoever owns the most zones is the winner.

Need for Speed Underground 2 also features a multiplayer mode. Although it doesn't include the popular single cartridge multiplayer, it does support up to four players as long as they each have a copy. The wireless connections are pretty solid too and keep things moving smoothly the entire time.

Overall, the game turned out to be a compellingly deep experience on the Nintendo DS. After playing for a while, you'll really come to enjoy and appreciate the details of the Underground series.

PLATFORM: NINTENDO DS  
 GENRE: STREET RACING  
 PUBLISHER: EA GAMES  
 DEVELOPER: EA GAMES  
 RATING: G  
 PLAYERS: 1-4 PLAYERS/WIRELESS LINK  
 WEBSITE: WWW.EA.CO.NZ  
 RECOMMENDED RETAIL PRICE: \$79.95  
 RELEASE DATE: OUT NOW





# Ridge Racer™ DS

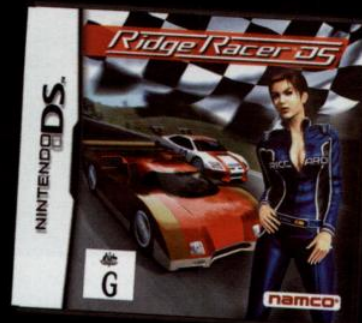


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# POKEMON EMERALD

PLATFORM: GBA, GBA SP  
 GENRE: STRATEGY  
 PUBLISHER: NINTENDO  
 DEVELOPER: NINTENDO  
 RATING: G  
 PLAYERS: 1-4 PLAYERS  
 WEBSITE: WWW.NINTENDO.COM  
 RECOMMENDED RETAIL PRICE: \$79.95  
 RELEASE DATE: OUT NOW



Those of you paying close attention might have noticed that there isn't a whole lot that changes between Pokémon games and the latest in the series, Pokémon Emerald, isn't about to break with tradition. Capping off the trilogy begun by Ruby and Sapphire, Pokémon Emerald combines all aspects of its predecessors while adding a few obligatory new features in keeping up the appearance of progression.

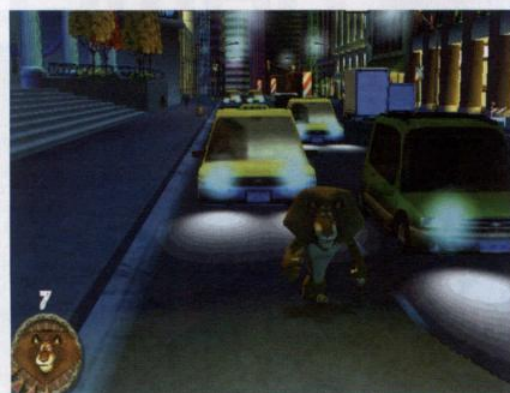
The fundamentals set down all those years ago by the first Pokémon iterations remain essentially identical, for better or worse; the core RPG-lite style that makes the games so suitable for a younger audience persists with the same niggling annoyances that have plagued the franchise since day one. Random battles, tedious levelling up, and a shallow fight system ensure that the series will continue to attract only those with minute attention spans and a penchant for the more mind-numbing aspects of life.

However, Emerald isn't entirely without its advances, fans of the series will no doubt be engrossed by the new storyline, added battle types and additional territories. The game's visuals haven't undergone any serious surgery, but they still strike that novel animated tone quite adequately and the number of revised battle animations help to make the otherwise deathly-boring conflicts that little bit more tolerable.

If you're not already a bonafide member of the Pokémon cult then Emerald won't go far to win you over, but the added extras, although superficial, will no doubt delight the common Poke-fan. That's win-win as I see it.



*Trainers will need to use their best strategies. Pokémon Emerald is the first Pokémon adventure to allow players to trade and battle wirelessly*



*Players test their abilities as they explore a variety of diverse environments in mini-games and 11 action-packed chapters, including "Marty's Escape" from the Central Park Zoo, and "Lemur Rave" with the exotic jungles of Madagascar*

# MADAGASCAR

PLATFORM: PS2, XBOX, CUBE, PC, GBA  
 GENRE: 3D ACTION/ADVENTURE  
 PUBLISHER: ACTIVISION  
 DEVELOPER: TOYS FOR BOB  
 RATING: 3+  
 PLAYERS: 1-PLAYER  
 WEBSITE: WWW.SOFTPRINT.COM  
 RECOMMENDED RETAIL PRICE: \$79.95  
 RELEASE DATE: OUT NOW



At the heart of the movie-to-game movement are basically two companies. One is Electronic Arts, and the other is Activision. Activision has had some good movie games; Spider-Man and X-Men Legends spring to mind. They've also done a lot of work with Dreamworks, bringing out Shrek 2 and Shark Tale.

Madagascar is the story of four animals from a zoo in New York who find themselves in -- you guessed it! -- Madagascar. The movie features the voice of Ben Stiller as the lion who enjoys the attention of being the zoo's main attraction. Chris Rock plays the zebra whose escape attempt sets into motion the chain of events that ultimately leaves the animals stranded on Madagascar.

"The heart of the story is friendship," explained co-director Tom McGrath, after a screening of the movie. "The fish out of water concept is central also, because when they're in the wild, their friendship is put to the test. But the overall theme is friendship, that it's not where you are, but who you're with."

No matter your age, there's no denying that Toys for Bob is trying to create something that will appeal to fans of the movie. "It's really great to see this game," McGrath said. "It truly feels like they've made an extension of what we're trying to do in the movie."

Graphics and sound can make or break a movie-to-game translation just as much as the gameplay. Luckily with a few exceptions, you don't have that problem here. Expect the type of thing you get with Shrek and Shark Tale; polygon rendered characters and backgrounds that really do capture the spirit of the films.





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# CODENAME PANZERS PHASE TWO

PLATFORM: PC  
 GENRE: FIRST-PERSON SHOOTER  
 PUBLISHER: SOFTPRINT INTERACTIVE  
 DEVELOPER: CDV  
 RATING: 12+  
 PLAYERS: 1-4 PLAYERS/ONLINE  
 WEBSITE: WWW.SOFTPRINT.CO.NZ  
 RECOMMENDED RETAIL PRICE: \$69.95  
 RELEASE DATE: OUT NOW



Last year saw the release of Codename Panzers Phase One, and nobody bought it. Which was a tragedy really since it was a tip top real time strategy game, and probably the best of the genre set during World War II. Hopefully things will be set right with Phase 2 (the overall objective being a trilogy) which is more of the same plus some.

This time round the action takes place in altogether different theatres of war, the Allied campaign is set in the barren North African deserts, while the German/Italian Axis campaigns sees the player waging war in Sicily and Southern Italy. Once these two campaigns are finished a bonus campaign opens up in Yugoslavia which details the struggle between the partisan Communist forces and the Nazi invaders.

Many of the conventions of a typical RTS game are discarded in Codename Panzers. There's no base building for one; instead the player purchases units before a mission. Blissfully throwing units into combat is a big no-no too seeing as a good grasp of tactics is not just a good idea, but vital to a successful battle. For example tanks are noticeably weaker on the sides and the rear, machine guns are capable of cutting down a squad of infantry in seconds and almost everything is destructible – including buildings!

The many scenarios are varied and satisfying the play through. Each campaign follows a 'hero', their stories acting to keep things a little more interesting. The graphics are among the best we've seen in a game of this type and certain explosive moments such as an artillery barrage are jaw dropping.



All missions support competitive and coop game play, allowing players to fight their most dastardly foes online



Aliens, autopsies and secret societies seem to be all in a days work for David Duchovny (Agent Molder). So it seems no surprise really that his first foray into voice acting for a non X-Files video game would put him smack bang in the middle of the worlds most famous secret base, Area 51. And would you believe it's got lots of aliens, lots of mutants, dodgy scientists and a secret organization (The Illuminati) bent on controlling the world!

The scene is set when a joint experiment between The Greys (your stereotypical nasty little Martians one of which is played by Marilyn Manson) and the Illuminati scientists gets loose and begins infecting the thousands of people who inhabit the base turning them into flesh chomping mutants. As a result Duchovny's character –Ethan Cole, and his team of hazmat specialists are sent in to clean up. Naturally it's not long before the team, and most of the base's military is wiped out. Poor Ethan gets himself infected and is in a race against the clock to get some sort of cure, save the world and find out who's behind what and who's manipulating who.

The plot is well paced and manages to stay interesting, the high production values do a lot to help too! Likewise the action is consistent and fun with plenty of good weapons to choose from.

The graphics are top notch, the levels interesting and varied. There's support for vicious multiplayer battles too with the Xbox version supporting 4 player split-screen offline, or up to 8 online in team based games. The maps will even expand or contract depending on the number of players in the game.



Area 51 may come across as a bit Half-Life like, but its still one of the best multiplatform shooters we've seen in a while

## AREA 51

PLATFORM: PS2, XBOX, PC  
 GENRE: FIRST PERSON SHOOTER  
 PUBLISHER: GAMEWIZZ  
 DEVELOPER: MIDWAY  
 RATING: N/A  
 PLAYERS: 1-8 PLAYERS/ONLINE  
 WEBSITE: WWW.MIDWAY.COM  
 RECOMMENDED RETAIL PRICE: \$119.95  
 RELEASE DATE: OUT NOW





# MOTOGP 4

PLATFORM: PLAYSTATION 2  
 GENRE: RACING  
 PUBLISHER: SCEI  
 DEVELOPER: NAMCO  
 RATING: 3+  
 PLAYERS: 1-4 PLAYERS/ONLINE  
 WEBSITE: WWW.PLAYSTATION.CO.NZ  
 RECOMMENDED RETAIL PRICE: \$99.95  
 RELEASE DATE: OUT NOW

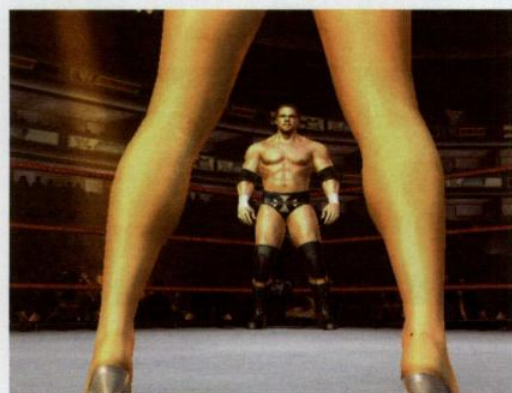
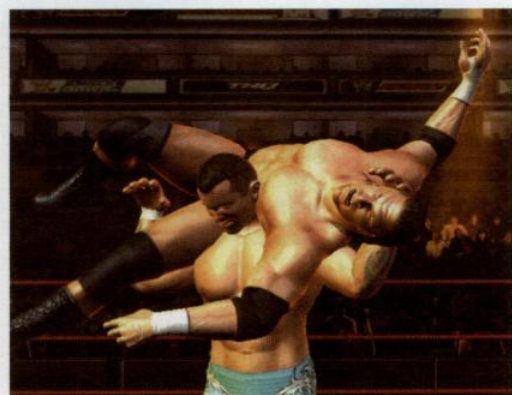


Returning for another season on the tarmac, MotoGP4 has been fine tuned with numerous all-new features including multiplayer for up to eight players in Network Play (in addition to the four-player splitscreen action via the PS2 Multitap), more than 100 racing challenges that unlock additional game content and a helmet cam for players who really want to experience the speed and intense competition of professional motorcycle racing. Now players can upgrade their bikes in the Season Mode by completing Parts Tests that improve performance while beginners may learn to drive like the experts in Training Mode or utilize an optional Brake Assist feature that will help them take even the most challenging turn like a seasoned veteran.

MotoGP4 continues the series' tradition of realism and speed with an advanced physics engine, authentic rider animations and multiple weather conditions for a truly intense racing experience. Players can take part in the thrills and drama of professional racing across all three engine classes from the 2004 season, including MotoGP, 125cc and 250cc throughout 16 accurately recreated tracks from around the world. Boasting a larger selection of playable racing legends than ever before, MotoGP4 lets players choose from greats such as Kevin Schwantz, Wayne Rainey, Mick Doohan, Wayne Gardner and the late Daijro Kato. MotoGP4's commitment to racing realism extends beyond the tarmac -- allowing players to conduct parts tests between races to upgrade the performance of their bikes.



*"Meticulously modeled after real-world motorcycles, riders and courses, 'MotoGP4' ranks in its own class when it comes to authentic racing on two wheels," said Yoshi Niki, Business Unit Director with Namco Hometek Inc.*



*Wrestlemania XXI lets players create the ultimate Superstar and watch him (or her) evolve as you earn new move-sets, costumes and abilities in your quest for the WWE Heavyweight Championship*

# WRESTLEMANIA XXI

PLATFORM: XBOX  
 GENRE: WRESTLING  
 PUBLISHER: THQ  
 DEVELOPER: THQ  
 RATING: 16+  
 PLAYERS: 1-4 PLAYERS/ONLINE  
 WEBSITE: WWW.THQ.COM  
 RECOMMENDED RETAIL PRICE: \$119.95  
 RELEASE DATE: OUT NOW



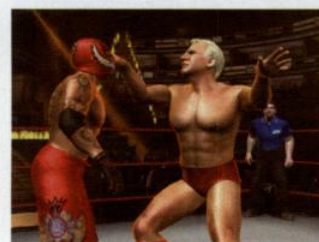
Legions of wrestling fans have been asking for a solid online wrestling game since Xbox live was first announced, and now you can lay the smackdown on opponents from around the globe in THQ's newest (online ready!) grappler.

The graphics in this installment have been greatly improved. For most, the characters look very much like their real-life counterparts. They have added a significant amount of detail to the geometry defining the wrestlers' muscles and have greatly improved their animations. The way WWE Superstars look, move, and react in the ring is substantially better than what we're used to. Using the graphical power of the Xbox, you'll see Chris Jericho wince as he's smacked around by Batista. Put Edge in the Crippler Crossface, and he'll get up slowly, and stay groggy from the pain.

Wrestling titles make for a great multiplayer. WrestleMania 21 will let you do all kinds of things online that no other entry in the genre has done before. For example, you can make up your own championship belt, and defend it online. If you're successful in multiple defenses, the prestige of the title will go up on the leaderboard.

For all those wrestling wannabes who want to start at the bottom and work their way up the ranks, the new career mode is the closest thing to heaven you'll witness while wearing a leotard.

Featuring great graphics, consistent animation, and an updated cast of wrestlers, Wrestlemania 21 is sure to please fans of the genre -- for best results, play against a few friends or a human opponent online.







## JADE EMPIRE

XBOX / MICROSOFT GAME STUDIOS

Only by mastering the greatest fighting styles and defeating the most powerful enemies will you earn your place as a master of martial arts in the world of Jade Empire.



## PARIAH

XBOX, PC / THQ

From the creators of Unreal comes a plunge into destruction, despair and disease. Hunted by the most vicious killing machines known and severely outnumbered with Nowhere to Turn.



## FORZA MOTORSPORT

XBOX / MICROSOFT GAME STUDIOS

Forza Motorsport lets gamers buy, sell, trade, tune, modify and race their customized car collection -- putting their performance-tuned creations to the test against the best on Xbox Live.



## DOOM 3 RESURRECTION OF EVIL

Resurrection of Evil continues the terrifying, intense action of DOOM 3, with an all new storyline featuring new missions, characters and weapons, including the return of the double-barreled shotgun.



## EPISODE III: REVENGE OF THE SITH

PS2, XBOX, PC, GBA / EA GAMES

In Episode III the video game, players will control all the Jedi abilities of both Anakin Skywalker and Obi-Wan Kenobi, including devastating Force powers and advanced lightsaber techniques.



## PAC PIX

NINTENDO DS / NINTENDO

Use the stylus to draw Pac-Man, control his movements to eat up all the Ghosts on the screen. Travel from the lower to the upper screen to collect items and accumulate points.



## SINGSTAR POP

PLAYSTATION 2 / SCEI

SingStar Pop is the first in the series to incorporate NZ and Aussie music, including tracks from Evermore and Bic Runga, along with Kylie Minogue, INXS, Savage Garden, and Missy Higgins.



## WARIOWARE TOUCHED

NINTENDO DS / NINTENDO

Wario makes his mad debut on the DS with 180 all-new, factory-fresh micro-games! All the five-second micro-game action of the previous WarioWare games, but with a touching new twist.



## NARC

PS2, XBOX / MIDWAY

NARC is a third-person shooter set against a backdrop of the War on Drugs. Playing as Hitman and Max Force, you must rid the world of the powerful international K.R.A.K. drug cartel.



## MOTOCROSS MANIA 3

PS2, XBOX / TAKE 2 INTERACTIVE

Mania has spread across the land as people have turned traditional motocross racing into an intense blood sport. Furious combat mixes with fast paced racing through 20+ deadly courses.



## GOLDENEYE ROGUE AGENT

NINTENDO DS / EA GAMES

Customise villain persona, wreak havoc as you make your unrelenting rise through the ranks. Cross paths with allies and enemies Oddjob, Xenia Onatopp, and of course, Pussy Galore.



## SPY VS. SPY

PS2, XBOX / TAKE 2 INTERACTIVE

The Spies are up to their usual hi-jinx in this fast-paced, madcap action-espionage game. Your mission is to retrieve top-secret information, while trying to outwit and outlast up to three friends.



## TEKKEN 5

PLAYSTATION 2 / SCEI

Four Tournaments fought. Twenty-three million units sold worldwide. Ten years past since Tekken first made history. In 2005, the landmark series returns to revolutionize console fighting.



## GUILD WARS

PC / NCSoft

Guild Wars takes the best elements of today's massively multiplayer online games and combines them with a new mission-based design that eliminates the tedium of those games.



## MEDAL OF HONOR EUROPEAN ASSAULT

PS2, XBOX / EA GAMES

Freedom provided by the open-structured missions is very welcome, and although the graphics aren't the best, the standard of presentation is high. European Assault will not disappoint.



## EPISODE III: REVENGE OF THE SITH

NINTENDO DS / MONACO CORP

Revenge of the Sith delivers the ultimate Jedi action as Ani and Obi-Wan join forces in dynamic lightsaber duels until one's lust for power leads to a dramatic confrontation between good and evil.





### MOTOGP4

SCE NZ has provided 3 copies of their PS2 exclusive MotoGP4 to give away this month. Check out our review and get your entries in now.

Name the kiwi rider competing in the World Superbike Championship.

- a) Bruce Anstey
- b) Atsushi Watanabe
- c) Yukio Kagayama



### WRESTLEMANIA 21

THQ has kindly provided 2 copies of their terrific new Xbox wrestling title to give away: entries close soon so hurry and get in the draw!

Which of the following stars is NOT a pro wrestler?

- a) The Rock
- b) The Undertaker
- c) The Amazing Spider-Man



### CAPCOM PACK

Capcom has given us 2 game packs to give away, each contains a copy of Haunting Ground and Monster Hunter. Answer the following & get in the draw to win.

Capcom are renowned for creating which famous arcade fighting series?

- a) Tekken
- b) Street Fighter
- c) Virtual Fighter

### CONGRATULATIONS

Thanks for your entries. We had a good response to last month's competitions (issue 42) and there were a few lucky names drawn: our congratulations go out to the following winners.

#### JADE EMPIRE

Howard King, Auckland

#### FORZA MOTORSPORT

Val Brooks, Dunedin

#### PARIAH

Adam Goodall, Ashhurst  
Phillip Brown, Christchurch

### HOW TO ENTER

Write the correct answer, your name and contact details on the back of the envelope (or in an e-mail). All correct entries immediately go into the draw to win. This month's winners will be drawn and notified July 11, 2005. Please refrain from flooding our email. No entries will be accepted after that date.

Send to: Gamefreaks Competition, PO Box 68-211, Newton, Auckland or e-mail us : [competitions@tenthplanet.co.nz](mailto:competitions@tenthplanet.co.nz) (Maximum of 3 entries per e-mail address, per competition)

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[www.forzamotorsport.net](http://www.forzamotorsport.net)



It's good to play together

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